ROMSTAR®

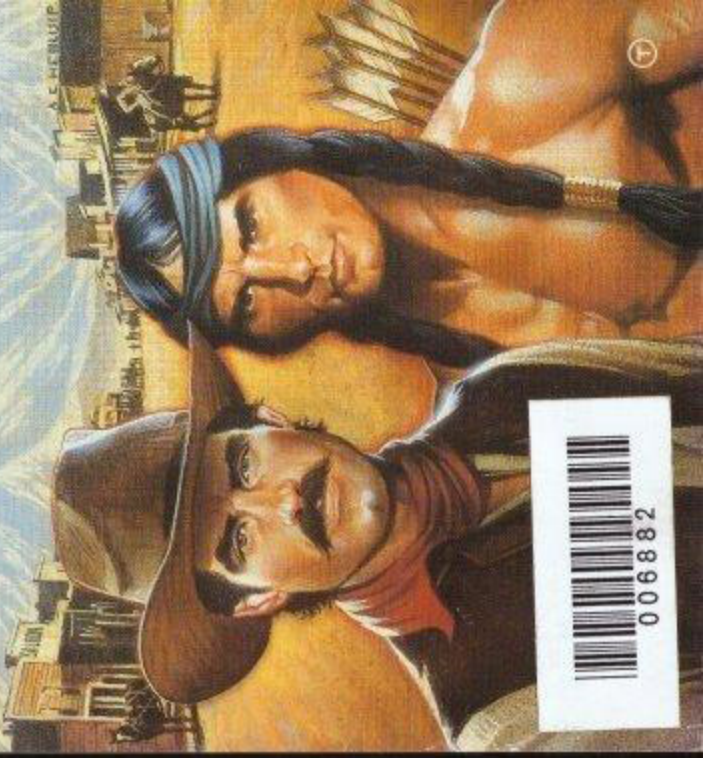
CONSUMER PRODUCTS DIVISION
22857 LOCKNESS AVENUE, TORRANCE, CA 90501
PHONE (213) 539-5283 FAX (213) 539-3626

Printed in Japan

NES-9C-USA

ROMSTAR

COWBOY KID



006882

This official seal is your assurance that Nintendo® has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System.®

This game is Licensed by Nintendo®
for play on the

Cowboy Kid and Romstar® are trademarks of Romstar, Incorporated
© Romstar, Inc. 1991
Nintendo and Nintendo Entertainment System are registered trademarks of Nintendo of America Inc.

PROJECTION TELEVISION WARNING

WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV

Do not use a front or rear projection television with your Nintendo Enterainment System ("NES"), your Super Nintendo Enterainment System® ("Super NES"), or any NES™ or Super NES™ games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES or Super NES games, neither Nintendo nor any of Nintendo's licensees will be liable for any damage. This situation is not caused by a defect in the NES or Super NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

EPILEPSY WARNING

WARNING: READ BEFORE USING YOUR NES OR SUPER NES

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. Consult your physician before playing video games if you have an epileptic condition. Consult your physician if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and/or convulsions.

TABLE OF CONTENTS

3 Warnings
6 The Story of Sheriff Sam and Little Chief
7 Getting Started
9 Game Controls
10 The Bad Guys
11 Pick up Items
16 Special Games
19 Hardware Precautions
21 Game Pak Precautions
22 Warranty and Repair Policies
25 FCC Information
27 Player Support

THE STORY OF SHERIFF SAM AND LITTLE CHIEF

Once upon a time in the Old West, there was a young gunslinger named Sam. Sam lived alone with his father. His father was the Sheriff of Villatown. Villatown was a very quiet and peaceful town until the arrival of a group of villains known only as the Scorpions. A rumor was heard that the Scorpions were going to rob the next incoming train. Sam's father tried to stop them, but he was never heard of again.

Poor Sam was left all alone in the world. He was sad and mad at the same time, and he didn't know what to do. It didn't take Sam too long before he decided to bring the Scorpions to justice. As he was in search of these villains, he was attacked by some of the Scorpions. A young Indian Warrior saw Sam, and saved him from the villains. The Indian Warrior was so impressed with Sam's courage, that he vowed to hear the truth.

The Indian Warrior introduced himself as Little Chief. He wanted to know why Sam was searching for the Scorpions. Sam told him the whole story. To Sam's surprise, Little Chief volunteered to help Sam bring those ruthless villains to justice. They realized that the only way to put the Scorpions behind bars was with the weight of the law. Sam is appointed Sheriff, and with Little Chief as his deputy, they would do just that.

Here, your part in this story begins.....

GETTING STARTED

Insert your game cartridge into your NES. Turn on the power switch. You should have the title screen showing.

At the title screen, press ***SELECT*** to choose 1 or 2 players. Press ***START*** to begin.

If you choose 1 player, you will play the game as Sam. The 2nd player will be Little Chief. Please refer to the *Game Controls* on page 7 for controller information.

You will start the search with no weapons. To get your first weapon, step into the first doorway. More information will be given to you as you step into different doors.

Followers of the Scorpions will appear once you leave the first store. Use your knife to get rid of them for good.

Hit the treasure chests and barrels along the way for gold and other items. Refer to the *Pick up Items* on pages 9 for additional information.

GETTING STARTED

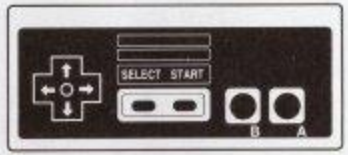
Once you become the Sheriff, you are presented with information on the wanted Scorpions. Select and defeat each enemy until all the Scorpions are brought to justice.

CONTINUE MODE

There is one continue allowed during the pursuit of each member. Press the A button to continue where you left off. If you must continue again, you will have to start at the beginning of the stage.

GAME CONTROLS

The Game Controls have various functions during different parts of **COWBOY KID.**



During game play:

Start	Pauses the game
Select	Changes weapons
Joypad	Movement of Sam or Little Chief
A Button	Jump
B Button	Shoot or stab

During conversations:

Joypad	Moves selection arrow.
A Button	Continue Listening. Choose YES/NO selection.
B Button	Cancels conversation.

THE BAD GUYS

SLASH JOE
The Knife Master

MAD BROTHERS
Duo of Evil

BILLY MORGAN
Gun for Hire

COYOTE JIM
Desert Hermit

WILD WOLF CHIEF
The Indian

KEITH
The Hawk Master

SCORPION MASTER
Leader of the group

PICK UP ITEMS

BARREL: *Contains different items that are listed below*

STAR: *Collect 5 stars to increase hit point gauge by 1*

SKULL: *Drops your total hit points to 1*

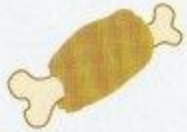
MONEY BAG:
Contains 20 gold coins

PICK UP ITEMS

TREASURE CHEST: *Contains tokens worth 3 gold coins each*

KEY: *Opens locked doors and rooms*

HAT: *Temporary protection against birds and dropped items*



MEAT: *Restores 8 hit points when hit points drop to 0*

PICK UP ITEMS

LADDER: *Press Start then the A Button to get out of lower levels*

VIAL: *Restores full hit power*

POW: *Temporary invincibility*

BREAD: *Raises hit points by 2*

PICK UP ITEMS

CHEESE: *Raises hit points by 2*

CHICKEN: *Raises hit points by 4*

FISH: *Raises hit points by 2*

PICK UP ITEMS

FRIES: *Raises hit points by 2*

MAP: *Press Start then A button to view map of current town*

BULLET PROOF VEST: *Temporarily reduces damage from enemies*

SPECIAL GAMES

Cowboy Kid has games within the game. Listed are the special games and how to play them.

BLACK JACK

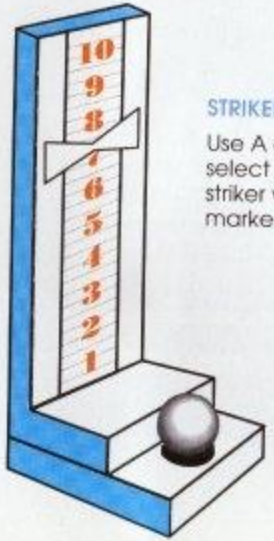
Move joypad left or right to select 0, 10 or 100 column. Move up or down to change digit. Use B button to cancel. Use A button to lock your bet. Use joypad up or down to select stand or hit. Press A to lock your choice. Use joypad to select play or quit.

SPECIAL GAMES

SHOOTING GALLERY

Use joypad to move target and A or B button to shoot. Be careful not to shoot innocent bystanders.

SPECIAL GAMES



STRIKER

Use A or B button to select hit power. Hit striker within range of marker to win.

HARDWARE PRECAUTIONS / MAINTENANCE

- *Do not use any power plug other than the AC adapter provided with your NES. The AC adapter may become warm during use; this is normal and is no cause for concern.*
- *Do not use any RF switch other than the one included with your NES.*
- *Do not disassemble or try to repair the NES components. Doing so voids your warranty.*
- *Always turn the power switch of the Control Deck® off before loading or removing a Game Pak. Insert the Game Pak completely without forcing either the Game Pak or the Control Deck. Load ONLY NES Game Paks into the NES Control Deck. To remove a Game Pak, push the eject button and carefully remove the game.* ***A Game Pak cannot be removed if the power switch is in the on position.***
- *After you have finished playing, be sure to remove the Game Pak from the Control Deck.*
- *Do not store the Control Deck in a humid place, on the floor or in any location where it may collect din, dust, lint, etc.*
- *Do not drop, hit or otherwise abuse the NES components.*

- *Do not leave the Control Deck turned on for extended periods when not in use.*

- *When disconnecting any plugs from the Control Deck first turn the Control Deck off, then carefully pull by the plug itself rather than by the cord. Do not step on, sharply pull or bend any wires or cables.*

- *Do not expose the Control Deck, Game Paks or any other of the NES components to extreme heat or cold.*

- *Do not spill liquids on the Control Deck, Game Paks or any other of the NES components. To clean, use a soft slightly damp cloth. Allow the component to dry completely before using again. (Use water only.)*

- *Do not rapidly turn the power switch on and off, as this may cause battery backed-up Game Paks to lose your stored game information.*

GAME PAK PRECAUTIONS / MAINTENANCE

- *If you are playing for a long time, take a 10 to 15 minute break every hour.*

- *The Game Pak is a high precision piece of electronics. Do not store it in places that are very hot or cold. Do not hit, drop or otherwise abuse it. Do not take it apart.*

- *Avoid touching the connectors with your fingers. Do not blow on them or allow to get wet or dirty. Doing so may damage the Game Pak and/or the Control Deck.*

- *Do not clean with benzene, paint thinner, alcohol or any other solvent.*

- *Always store the Game Pak in its protective cover when not in use.*

- *Always check the Game Pak edge connector for foreign material before inserting the Game Pak in the Control Deck. To prevent the edge connectors from becoming dirty, we recommend that you regularly use the NES Cleaning Kit only. Cleaning kits are available at all Authorized Nintendo World Class Service Center locations and at most retailers.*

ROMSTAR 90-DAY LIMITED WARRANTY

Romstar, Incorporated warrants to the original consumer purchaser that this Romstar game pak shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day period, Romstar will repair or replace the pak, at its option, free of charge.

TO RECEIVE THIS WARRANTY SERVICE:

- *Do not return your defective game pak to the retailer.*
- *Notify the Romstar Consumer Products Service Department of the problem requiring warranty service by calling (213) 539-5283. Our Consumer Products Service Department is in operation from 8:30 a.m. to 5:00 p.m. Pacific Time, Monday through Friday.*
- *Do not send your pak to Romstar before calling the Consumer Service Department. Any unauthorized pak returned to Romstar will not be accepted.*
- *If the Romstar Service Representative is unable to solve the problem by phone, you will be provided with a Return Merchandise Authorization Number (RMA#).*
- *When you are returning your pak to Romstar, please proceed as follows:*
  - *Obtain an RMA# from a Romstar Service Representative*
  - *Reference this RMA# on all correspondence, shipping documents and it must be clearly visible on the outside of the package.*

- *Be sure that your packaging is at least 4 inches by 6 inches. Many shipping companies will not ship anything smaller.*
- *Return your pak FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE. Use a shipping Company which will be able to provide a proof of delivery in the event your return is lost in transit. Include a brief letter (referencing your RMA#) explaining the defect. You must include the following with your return:*
  - *Full Name*
  - *Complete Mailing Address*
  - *Shipping Address if different than mailing address*
  - *Day Time Phone Number*
  - *Dated Sales Receipt or Similar Proof of Purchase*
  - *Name and Address of the store the pak was purchased*

Send your return to:

ROMSTAR, INCORPORATED
CONSUMER PRODUCTS SERVICE DEPARTMENT, DEPT. 112
22857 LOCKNESS AVENUE
TORRANCE, CA 90501

This warranty shall not apply if the pak has been damaged by negligence, accident, unreasonable use, modifications, tampering, or by other causes unrelated to defective materials or workmanship.

ROMSTAR REPAIR SERVICE AFTER EXPIRATION OF WARRANTY

If the pak develops a problem requiring service after the 90-day warranty period, you may contact the Romstar Consumer Products Service Department at (213) 539-5283. If the Romstar Service Representative is unable to solve the problem by phone, you will be advised of the approximate cost for Romstar to repair or replace the pak and will be given a Return Merchandise Authorization Number (RMA#). Reference your RMA# on the outside packaging of the defective pak, on all correspondence, and on your shipping documents.

Return the defective merchandise FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to Romstar and enclose a money order payable to ROMSTAR, INC. for the cost quoted to you. Please include the following with your return:

- *RMA Number* ■ *Full Name* ■ *Mailing Address* ■ *Shipping Address (if different than mailing address)* ■ *Day Time Phone Number*

If after personal inspection, the Romstar Service Representative determines the pak cannot be repaired, it will be returned and your payment refunded.

WARRANTY LIMITATIONS: *Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to ninety days from the date of purchase and are subject to the conditions set forth herein. In no event shall Romstar be liable for consequential or incidental damages resulting from the breach of any express or implied warranties. The provisions of the warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.*

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- *Reorient the receiving antenna*
- *Relocate the NES with respect to the receiver*
- *Move the NES away from the receiver*
- *Plug the NES into a different outlet so that computer and receiver are on different circuits.*

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington D.C. 20402, Stock No. 004-000-00345-4.

ROMSTAR®

PLAYER SUPPORT

If you have any questions regarding your **COWBOY KID**® Game Pak, please feel free to contact your Player Support Department at:

(213) 539-5283

Please return your Free Subscription Card to Romstar's Newsletter. In the newsletter we will update you on new games from Romstar, give hints and tips on Romstar games and run contests.

Look for other Romstar games — Coming soon from your local retailer.

S N 11214